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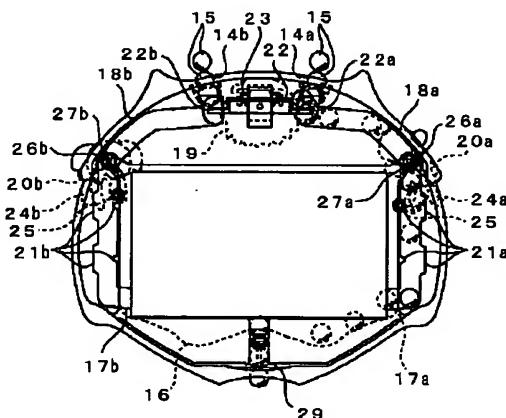
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(54)【発明の名称】遊技機

(57)【要約】

【課題】誘導通路部材を有する遊技機の演出を豊かにし、簡単な構造で且つ遊技者に遊技球の誘導通路部材への入球を容易に認識させることができ、さらに誘導通路部材内での遊技球の減速効果をも有する遊技機を提供することを目的とする。

【解決手段】遊技球15を入球するための入口14a, 14bと、該入口14a, 14bから入球した遊技球を出口17a, 17bまで導く通路と、遊技球を排出する出口17a, 17bとから構成される誘導通路部材18a, 18bを備える役物を有する遊技機1において、視認可能な可動体19, 20a, 20bが該役物に軸支され、該可動体19, 20a, 20bは誘導通路内に突出する突出部材22, 27a, 27bと可動体19, 20a, 20bとは、連動するように構成した。



【特許請求の範囲】

【請求項1】遊技球を入球するための入口と、該入口から入球した遊技球を出口まで導く通路と、遊技球を排出する出口とから構成される誘導通路を備える役物を有する遊技機において、視認可能な可動体が該役物に軸支され、該可動体は誘導通路内に突出する突出部材を有しており、該突出部材と可動体とは、連動するように構成されていることを特徴とする遊技機。

【請求項2】遊技球を入球するための入口と、該入口から入球した遊技球を出口まで導く誘導通路と、遊技球を排出する出口とから構成される複数の誘導通路を備える役物を有する遊技機において、視認可能な可動体が該役物に軸支され、該可動体は複数の誘導通路内にそれぞれ突出する突出部材を有しており、該突出部材と可動体とは、連動するように構成されていることを特徴とする遊技機。

【請求項3】図柄組み合わせゲームを行うための可変表示装置を備える役物を有する遊技機であって、役物が該図柄組み合わせゲームの開始契機となる始動口に遊技球を導くためのステージを有し、遊技球を該ステージへ排出する位置に出口備えることを特徴とする請求項1又は2に記載の遊技機。

【請求項4】複数の誘導通路を有する遊技機において、可動体が誘導通路毎に設けられていることを特徴とする請求項1～3に記載の遊技機。

【請求項5】可動体が遊技盤面に設けられた装飾部材、セルシートに描かれたモチーフ、役物に用いられているモチーフ又は可変表示装置に用いられているモチーフと関連した意匠により構成されていることを特徴とする請求項1～4に記載の遊技機。

【請求項6】可動体が可動するとともに遊技機に備えられたスピーカーから効果音が発生又は／及び可動体に設けられた発光部が発光することを特徴とする請求項1～5に記載の遊技機。

【発明の詳細な説明】

【0001】

【発明の属する技術分野】本発明は、遊技球を入球するための入口と、該入口から入球した遊技球を出口まで導く通路と、遊技球を排出する出口とから構成される誘導通路を有する遊技機に関するものである。

【0002】

【従来の技術及び発明が解決しようとする課題】従来から、パチンコ機等の遊技機においては、遊技盤上に形成される遊技領域の略中央に表示装置の一種であるセンターメイン表示装置を備えたものが知られている。

【0003】そして、表示装置の表示内容の複雑化及び視認性確保の観点から表示装置が大型化する傾向にある。

【0004】しかし、表示装置を大型化すると、釘等を配設した遊技領域の範囲が狭くなり、球詰まりが発生し

やすく、また、始動入賞口への入賞率が低下し、パチンコゲームの興趣に欠けるものとなってしまう。

【0005】そこで、通常、上記入賞率を高める目的で、表示装置の周辺に始動入賞口に遊技球を導くためのステージを設けており、遊技者は、ステージからの入賞率を遊技機の選定、評価の判断材料とする場合がある。そのため、ステージの構造は、複雑化、多様化する傾向にある。

【0006】従って、表示装置の周辺に遊技領域を流下する遊技球を入口から入球し、その遊技球を誘導して出口から再度遊技領域の所定位置に排出する誘導通路（ワープルート）が設けられている場合、従来の誘導通路は、着色されていたり、発光ランプが設置されているために、遊技者は、誘導通路を通過している遊技球を確認できず、誘導通路への入球を入口で確認するか、又は出口から遊技球が現れるまで入球の有無がわからなかっただ。加えて、誘導通路の入口に入球した遊技球は、出口に誘導されるときに、誘導通路内の上部から下部まで落下して誘導される。つまり、遊技球が誘導通路内を落下する際の落下衝撃が、誘導通路の下部である出口周辺部に繰り返し加わることにより、出口周辺部が破損しやすくなっていた。

【0007】本発明は、上記した事情に鑑みてなされたものであり、その目的は、誘導通路を有する遊技機の演出を豊かにし、簡単な構造で且つ遊技者に遊技球の誘導通路への入球を容易に認識させることができ、さらに誘導通路内での遊技球の減速効果をも有する遊技機を提供することである。

【0008】

【課題を解決するための手段】本発明は、（1）遊技球を入球するための入口と、該入口から入球した遊技球を出口まで導く通路と、遊技球を排出する出口とから構成される誘導通路を備える役物を有する遊技機において、視認可能な可動体が該役物に軸支され、該可動体は誘導通路内に突出する突出部材を有しており、該突出部材と可動体とは、連動するように構成されていることを特徴とする遊技機、（2）遊技球を入球するための入口と、該入口から入球した遊技球を出口まで導く誘導通路と、遊技球を排出する出口とから構成される複数の誘導通路

40 を備える役物を有する遊技機において、視認可能な可動体が該役物に軸支され、該可動体は複数の誘導通路内にそれぞれ突出する突出部材を有しており、該突出部材と可動体とは、連動するように構成されていることを特徴とする遊技機、（3）図柄組み合わせゲームを行うための可変表示装置を備える役物を有する遊技機であって、役物が該図柄組み合わせゲームの開始契機となる始動口に遊技球を導くためのステージを有し、遊技球を該ステージへ排出する位置に出口備えることを特徴とする上記（1）又は（2）に記載の遊技機、（4）複数の誘導通路を有する遊技機において、可動体が誘導通路毎に設け

られていることを特徴とする上記(1)～(3)に記載の遊技機、(5)可動体が遊技盤面に設けられた装飾部材、セルシートに描かれたモチーフ、役物に用いられているモチーフ又は可変表示装置に用いられているモチーフと関連した意匠により構成されていることを特徴とする上記(1)～(4)に記載の遊技機、(6)可動体が可動するとともに遊技機に備えられたスピーカーから効果音が発生又は／及び可動体に設けられた発光部が発光することを特徴とする上記(1)～(5)に記載の遊技機である。

【0009】

【明発の実施の形態】以下、本発明をパチンコ遊技機(以下、「遊技機」という)に具体化した一実施形態を図面に基づいて説明する。図1は、遊技機の外観を示す正面図である。図2は、遊技盤を示す正面図である。

【0010】図1に略示するように、遊技機1において、機体の外郭をなす外枠2の開口前面側には、各種の遊技用構成部材をセットする縦長方形の中枠3が開閉及び着脱自在に組み付けられている。また、前記中枠3の前面側には、機内部に配置された遊技盤4を透視及び保護するためのガラス枠を備えた前枠5と上球皿6が共に横開き状態で開閉可能に組み付け整合されている。さらに、前記中枠3の下部には、下球皿7、打球発射装置8等が装着されている。

【0011】図2に示すように、前記遊技領域の略中央には、図柄を変動させて図柄組み合わせゲームを行う表示装置としてセンター役物9が配置されている。

【0012】また、前記センター役物9の下方には、図示しないソレノイドにより開閉動作を行う始動入賞口10が配置されている。さらに、前記始動入賞口10の下方には、図示しないソレノイドにより開閉動作を行う大入賞口11が配置されている。前記打球発射装置8の操作により前記遊技盤4の遊技領域に打球された遊技球が前記始動入賞口10へ入賞するか、もしくは、始動保留数の記憶値が1以上である場合、前記センター役物9では、前記図柄組み合わせゲームが行われるようになっている。

【0013】なお、「始動保留数の記憶値」とは、前記センター役物9における図柄変動中に始動入賞口10に入賞した遊技球の数を所定の上限値(一般的には4)の範囲内で記憶した値である。そして、前記記憶値が0

(零)の場合には、始動入賞口10への遊技球の入賞によって、図柄組み合わせゲームが行われると共に、前記記憶値が0(零)以外の場合には、当該記憶値に基づき図柄組み合わせゲームが行われる。なお、前記記憶値は、始動入賞口10への遊技球の入賞により1加算され、図柄組み合わせゲームの開始により1減算される。

【0014】図2に示すように、前記遊技領域の左下方部には、普通図柄の抽選を行う契機となる検出装置37を有するサイド役物30が配置されている。

【0015】次に、本発明をいわゆるセンター役物に適用した場合の具体的構成について説明する。図3は、センター役物の概略正面図、図4は、センター役物の概略背面図、図5は、センター役物の概略平面図である。図3に示すように、センター役物9は、その略中央部に矩形状の枠12と、種々の数字、文字、記号等の図柄を表示可能な液晶ディスプレイ型の可変表示装置13が備えられている。

【0016】前記センター役物9は、始動入賞口10に遊技球15を導くためのステージ16、遊技球を入球するための入口14a、14bと、遊技球15を排出する出口17a、17bとから構成される誘導通路18a、18b及び可動体19、20a、20bを有している。遊技球15が始動入賞口10に入賞する確率を高めるために、ステージ16の中央頂点から後方向に通過することができる落下口29が備えられている。

【0017】誘導通路18a、18bは、センター役物9の裏面に位置し、本実施例においては、二の誘導通路18a、18bは、表示枠12を挟んで左右に分かれて配設されている(図3～5)。遊技球15が垂直方向に流下する部位においては、誘導通路18a、18b中に段差21a、21bが設けられている。これにより、遊技球15が該段差21a、21bに衝突しながら流下するため、遊技球15の減速効果が得られ、出口17a、17b付近の誘導通路18a、18bの破損を避けることが可能となる。誘導通路18a、18bの径は、遊技球15の円滑な流れを妨げないように、若干遊技球15より大きめに構成されている。また、通常、センター役物9は、装飾が施されているため、誘導通路18a、18bを通過する遊技球15は、遊技者からは視認できない。

【0018】可動体19は、遊技者から視認可能となるように、センター役物12の表面側の所定箇所に設けられている(図3)。本実施例では可動体19はライオンのモチーフを施しているが、適宜他のモチーフを適用することが可能である。また、可動体19と後述する突出部材22は連動するように構成され、センター役物12に対し軸23によって軸支されている。そして、該突出部材22は、その両端部に突出部材22a、22bが、

それぞれ該誘導通路18a、18bに突出するように構成されている(図3～5)。したがって、入口14a又は14bから入球した遊技球15が、誘導通路18a又は18bを通過して誘導通路18a又は18b内に突出する突出部材22a又は22bに衝突することにより、突出部材22a又は22bに連動して可動体19が遊技者側から見て前後方向に揺動する。そして、突出部材22a、22bに衝突した遊技球15は、それぞれ誘導通路18a、18bを通過していく。このように、遊技球15が突出部材22a、22bのいずれに衝突しても可動体19が可動するように構成されている。なお、軸2

50 動体19が可動するように構成されている。なお、軸2

3は、円滑性、耐久性を考慮すると金属製であることが好ましい。

【0019】以下、可動体19の動きを順を追って詳細に説明する。図6は、可動体19及び突出部材22を摘出拡大した斜視図である。図7は、可動体19及び突出部材22を摘出拡大した図面であり、(a) (c)は正面図 (b) (d)は側面図である。図6、7共に誘導通路18a、18bは省略してある。また、図7は可動体のモチーフを省略してある。

【0020】(1)遊技球15が突出部材22に衝突する前の停止状態(図6(a)、図7(a)(b))においては、可動体19はその自重により垂直方向に吊り下げられた状態にある。

【0021】(2)誘導通路18a中を入口14aから入球した遊技球15が通過してきて、突出部材22aに衝突した場合、衝突の衝撃(又は遊技球15の重み)により、突出部材22aが軸23を中心(図6(b)x方向)可動すると、連動して可動体19が図6(b)y方向(前方向)に揺動する(図7(c)(d))。

【0022】(3)遊技球15が突出部材22aを通過した後は、可動体19の重みにより突出部材22aが軸23を中心(図6(c)z方向)可動すると、連動して可動体19が図(c)w方向(後方向)に揺動(図6(c)、図7(a)(b))する。

【0023】(4)可動体19は、図6(b)(c)y方向(前方向)、w方向(後方向)に振り子のように揺動し、次第に収束して停止状態に戻る(図(a))。

【0024】尚、上記(2)において、可動体19が前面(図7(d)y方向)に振れる度合い(角度θ)は停止状態から最大15°程度に設計されている。また、上記(1)～(4)は、遊技球15が入口14aから入球して誘導通路18aを通過する場合を説明しているが、遊技球15が入口14bから入球して誘導通路18bを通過する場合の可動体19の動きも同様である。

【0025】可動体20a、20bは、可動体19同様に遊技者から視認可能となるように、センター役物12の表面側の所定箇所に設けられている(図3)。本実施例では、可動体20a又は20bは、それぞれヒョウ又は象のモチーフを施しているが、適宜他のモチーフを適用できる。

【0026】可動体20a(ヒョウ)中の可動部24a(ヒョウの手と尻尾部分)と後述する突出部材27aは、連動するように構成され、可動部24aと突出部材27aは、軸26aによって軸支されている。尚、可動体20aの可動部24a以外の部分は、センター役物12に固定されている。そして、該突出部材27aは、誘導通路18aに突出するように構成されている(図3～5)。これにより、誘導通路18aを通過する遊技球15が、誘導通路18a内に突出する突出部材27aに衝突することにより、突出部材27aが可動し、連動して

可動体20a中の可動部24aが遊技者側から見て左右に揺動する。尚、軸26aは、円滑性、耐久性を考慮すると金属製であることが好ましい。

【0027】以下、可動体20aの動きを順を追って説明する。図8は、可動体20a及び突出部材27aを摘出拡大した斜視図である。図9は、可動部24a及び突出部材27aを摘出拡大した図面であり、(a) (c) (e)は斜視図、(b) (d) (f)は背面図である。図8、9共に、誘導通路18aは省略してある。

【0028】(1)遊技球15が突出部材27aに衝突する前の停止状態(図8)においては、可動部24aは取付られたおもり25の重みにより垂直方向に吊り下げられた状態にある。尚、おもり25は、可動部24aにおける裏面の所定箇所に、ネジ止め等の手段により取り付けられている。

【0029】(2)誘導通路18a中を遊技球15が通過してきて、突出部材27aに衝突した場合(図9(a)(b))、衝突の衝撃(又は遊技球15の重み)により突出部材27aが軸26aを中心(図9(c)d方向)可動すると、連動して可動部24aが図9(c)(d)a方向(右方向)に揺動する。

【0030】(3)遊技球15が突出部材27aを通過した後は、可動部24aに取り付けられたおもり25の重みにより、突出部材27aが軸26aを中心(図9(e)(f)c方向)可動すると、連動して可動部24aが図9(e)(f)d方向(左方向)に揺動する。

【0031】(4)可動部24aは、図9(c)～(f)a方向(右方向)、d方向(左方向)に振り子のように揺動し、次第に収束して停止状態に戻る(図8)。

【0032】尚、上記(2)において、可動部24aが図9(d)a方向に振れる度合い(角度α)は、停止状態から最大40°程度、一方可動部24aが図9(f)d方向に振れる度合い(角度β)は、停止状態から最大10°程度に設計されている。

【0033】可動体20bは、可動体19、20a同様に遊技者から視認可能となるように取付枠12の所定箇所に設けられている(図3)。また、同様に可動体20b(象)中の可動部24b(象の鼻部分)と突出部材27bは、連動するように構成され、可動部24bと突出部材27bは軸26bによって軸支されている。可動体20b(施されたモチーフを除く。)の構成及び動作は、可動体20a(施されたモチーフを除く。)と左右対称の関係にあるので説明は省略する。

【0034】可動体19、20a、20b、31(後述する。)は、遊技盤4面に設けられた装飾部材、セルシート40に描かれたモチーフ、センター役物9、サイド役物30又は可変表示装置13に用いられているモチーフと関連した意匠(例えば、模様、形状、色彩、物語的関連等)により構成されている。そのため、より高い興

趣をもたせることができる。なお、セルシートとは、セルロイドからなるシートで遊技盤4の最上面に積層されているものをいう。可変表示装置13に用いられているモチーフとは、図柄組み合わせゲームの図柄などの可変表示装置13で表示される数字図柄、文字図柄及び絵(キャラクター)図柄などをいう。

【0035】誘導通路18a, 18b中を通過する遊技球15を検出する検出手段(図示しない)を設け、該検出手手段による遊技球15の検出に基づいて遊技球15が突出部材22(22a, 22b), 27a, 27bに衝突し、可動体19, 20a, 20bの揺動に合わせて、遊技機1に備えられたスピーカー28から効果音が発生又は/及び可動体19, 20a, 20bに設けられた発光部38, 39a, 39bが発光するように構成されている。また、可動体19, 20a, 20bが上記検出手手段の役目を果たすことも可能である。すなわち、遊技球15が突出部材22(22a, 22b), 27a, 27bに衝突することにより遊技球15の検出が行われ、可動体19, 20a, 20bの揺動に合わせて、遊技機1に備えられたスピーカー28から効果音が発生又は/及び可動体19, 20a, 20bに設けられた発光部38, 39a, 39bが発光するように構成されている。これにより、演出効果が一層豊かになる。例えば、本実施例においては、可動体19のライオン、同20aのヒョウ、同20bの象が可動するとともに鳴き声ができるようになり、各モチーフの目の部分に設けられた発光部38, 39a, 39bが光るようにすることができる。

【0036】次に、図2~5に基づき、遊技球15が入口14a, 14bから入球して、落下口29から落下するまでの通過経路について説明する。

【0037】遊技球15は、入口14a, 14bのいずれからでも入球は可能であるが、遊技球15の通路経路は左右対称であるため、便宜上、入口14aに入球した場合について説明する。遊技者によって発射された遊技球15は、遊技盤上を移動して、センター役物9の入口14aに入球する。入口14aに入球した遊技球15は、順に突出部材22a, 27aに衝突しながら誘導通路18aを通過していく。遊技球15に衝突された突出部材22a及び27aが可動することにより、連動してそれぞれ可動体19, 20aが揺動する。これにより、演出効果が与えられ面白みのあるものとなる。また、遊技者が誘導通路18aに遊技球15が入球したことを電動式作用によらず機械的作用で認識することができる。遊技球15は、段差21が設けられた誘導通路18aを通過するときに、該段差21を乗り越えることにより落下速度が減速される。誘導通路18aを通過した遊技球15は、出口17aからステージ16上へ排出される。ステージ16上に排出された遊技球15は、ステージ16面上を左右に揺動した後、落下口29から再び遊技領域へ落下していく。これにより、遊技球15がステージ

上で左右に揺動することに加え、可動体19, 20a, 20bが揺動することにより遊技がより面白いものとなる。尚、始動入賞口10の真上に位置する落下口29からの遊技球15の落下により、始動入賞口10への入賞の可能性が高まる。

【0038】他の実施例として、例えば以下の態様が挙げられる。すなわち、本実施例では、遊技球15が突出部材22(22a, 22b), 27a, 27b, 32に衝突することにより、可動体19, 20a, 20b, 31を可動させる構成をとっているが、遊技球15が可動体19, 20a, 20b, 31に直接衝突した場合にも可動体19, 20a, 20b, 31が可動する構成にすることもできる。これにより、誘導通路を通過しない遊技球15が可動体19, 20a, 20b, 31に衝突した場合でも可動体を揺動させ演出効果を高めることができる。

【0039】本実施例では、可動体19が二の誘導通路18a, 18b内にそれぞれ突出する突出部材22a, 22bを有し、且つ、可動体20a, 20bがそれぞれ誘導通路18a, 18b内に突出する突出部材27a, 27bを有する場合を示したが、複数の誘導通路を有する場合において、各誘導通路毎に可動体を設ける態様での実施が可能であり、また、一部の誘導通路のみに可動体を設ける態様での実施も可能である。さらに、一の誘導通路に対し、一の可動体を設ける態様の他に、一の誘導通路に対し、複数の可動体を設ける態様での実施も可能である。

【0040】本実施例においては、誘導通路はセンター役物に適用した態様を示しているが、遊技盤上の他の位置に本発明(視認可能な可動体が該誘導通路に近接して軸支され、該可動体は通路内に突出する突出部材を有しており、該突出部材と可動体とは、連動するように構成する発明)を適用した態様も実施可能である。

【0041】以下、本発明をサイド役物に適用した場合の具体的構成について説明する。図10(a)は、サイド役物の概略正面図、(b)は、同斜視図である。図11は、サイド役物の内部機構を示す概略透視図である。

【0042】可動体31は、遊技者から視認可能となるように、遊技盤4上の、左下方部に位置するサイド役物30の表面側の所定箇所に設けられている(図10)。本実施例では、可動体31は、ハイエナのモチーフを施しているが、適宜他のモチーフを適用できる。

【0043】可動体31と、後述する突出部材32は、連動するように構成され、サイド役物30に対し軸34によって軸支されている。そして、該突出部材32は、誘導通路33に突出するように構成されている(図10, 11)。これにより、入口35から入球した遊技球15が誘導通路33を通過して、誘導通路33内に突出する突出部材32に衝突することにより、突出部材32に連動して可動体31が遊技者側から見て左右方向に揺

動する。遊技球15は、突出部材32に衝突した後、突出部材32より下方に設けられた検出装置37を通過することにより、サイド役物30に入球したことが検出され、普通図柄の抽選が行われる。検出装置37は、本実施例の構成上、かかる位置に設けられているが、誘導通路33のどの位置（入口35付近、出口36付近等）に設けてもよい。尚、軸34は、円滑性、耐久性を考慮すると金属製であることが好ましい。

【0044】普通図柄の抽選とは、検出装置37で遊技球15の入球が検出されると、上述した図柄組み合わせゲームとは別に行われる抽選のことをいい、普通図柄の組み合わせが所定の場合、始動入賞口10が拡大し、遊技球15の入賞確率が高くなる。

【0045】以下、可動体31の動きを順を追って説明する。図12は、可動体31及び突出部材32を抽出拡大した図面であり、（a）（c）（e）は斜視図、（b）（d）（f）は正面断面図である。図12は、誘導通路33は省略してある。

【0046】（1）遊技球15が突出部材32に衝突する前の停止状態（図12（a）（b））においては、可動体31は、その自重により垂直方向に吊り下げられた状態にある。

【0047】（2）誘導通路33中を遊技球15が通過してきて、突出部材32に衝突した場合（図12（c）（d））、衝突の衝撃（又は遊技球15の重み）により、突出部材32が軸34を中心（図12（c）（d）g方向）可動すると、連動して可動体31が図12（c）（d）h方向（左方向）に揺動する。

【0048】（3）遊技球15が突出部材32を通過した後は、可動体31の重みにより、突出部材32が軸34を中心（図12（e）（f）i方向）可動すると、連動して可動体31が図12（e）（f）j方向（右方向）に揺動する。

【0049】（4）可動体31は、図12（c）～（f）h方向（左方向）j方向（右方向）に振り子のように揺動し、次第に収束して停止状態に戻る（図12（a）（b））。

【0050】尚、上記（2）において、可動体31が図12（d）g方向に振れる度合い（角度 α ）は、停止状態から最大10°程度、一方、可動体31が図12（f）i方向に振れる度合い（角度 β ）は、停止状態から最大10°程度に設計されている。

【0051】誘導通路33中を通過する遊技球15を検出する検出装置37を設け、該検出装置による遊技球15の検出に基づいて、遊技球15が突出部材32に衝突することによる可動体31の揺動に合わせて、遊技機1に備えられたスピーカー28から効果音が発生又は／及び可動体31に設けられた発光部（図示しない）が発光するように構成されている。また、可動体31が上記検出装置の役目を果たすことも可能である。すなわち、

遊技球15が突出部材32に衝突することにより遊技球15の検出が行われ、可動体31の揺動に合わせて、遊技機1に備えられたスピーカーから効果音が発生又は／及び可動体31に設けられた発光部（図示しない）が発光するように構成されている。これにより、演出効果が一層豊かになる。例えば、本実施例においては、可動部31のハイエナが可動するとともに鳴き声ができるようになり、各モチーフの目が光るようにすることができる。

【0052】

【発明の効果】以上、説明したとおり、請求項1の構成を採用することにより、突出部材に遊技球が衝突して可動体が可動するので、ただ単に遊技球が通過するのみであった誘導通路において、可動体が揺動するという動作が加わり、演出効果が与えられ面白みのあるものとなる。また、遊技球の通過により、電動式作用によらず、横方向又は前後方向に可動体を揺動させて誘導通路に入球したことを見認できるようにした。さらに、突出部材に遊技球が衝突することにより、遊技球の落下速度を減少させる効果をも有する。

【0053】請求項2の構成を採用することにより、いずれの入口からの入球によっても突出部材に遊技球が衝突して可動体が揺動するので、一の可動体で揺動で誘導通路に遊技球が入球したことを見認することができる。

【0054】請求項3の構成を採用することにより、遊技球がステージ上で遊技者側から見て左右に揺動することに加え、可動体が揺動することにより遊技がより面白いものとなる。

【0055】請求項4の構成を採用することにより、複数の誘導通路のそれぞれに可動体を配置するので、遊技球が突出部材に衝突することにより可動体が可動するため、いずれの誘導通路を遊技球が通過しているか見認できる。

【0056】請求項5の構成を採用することにより、より高い興味をもたらせることができる。

【0057】請求項6の構成を採用することにより、可動体と関連する音声の発生・発光をさせて演出が一層豊かになる。

【図面の簡単な説明】

【図1】遊技機の外観を示す正面図

【図2】遊技盤を示す正面図

【図3】センター役物の概略正面図

【図4】センター役物の概略背面図

【図5】センター役物の概略平面図

【図6】可動体及び突出部材を抽出拡大した斜視図

【図7】可動体及び突出部材を抽出拡大した図面であり、（a）（c）は正面図（b）（d）は側面図

【図8】可動体及び突出部材を抽出拡大した斜視図

【図9】可動部及び突出部材を抽出拡大した図面であり、（a）（c）（e）は斜視図、（b）（d）（f）

11

は背面図

【図10】(a)はサイド役物の概略正面図、(b)は同斜視図

【図11】サイド役物の内部機構を示す概略透視図

【図12】可動体及び突出部材を拡大した図面であり、(a)(c)(e)は斜視図、(b)(d)(f)は正面断面図

【符号の説明】

14a, 14b 入口

15 遊技球

16 ステージ

12

* 17a, 17b 出口

18a, 18b 誘導通路

19 可動体

20a, 20b 可動体

21 段差

22a, 22b 突出部材

23 軸

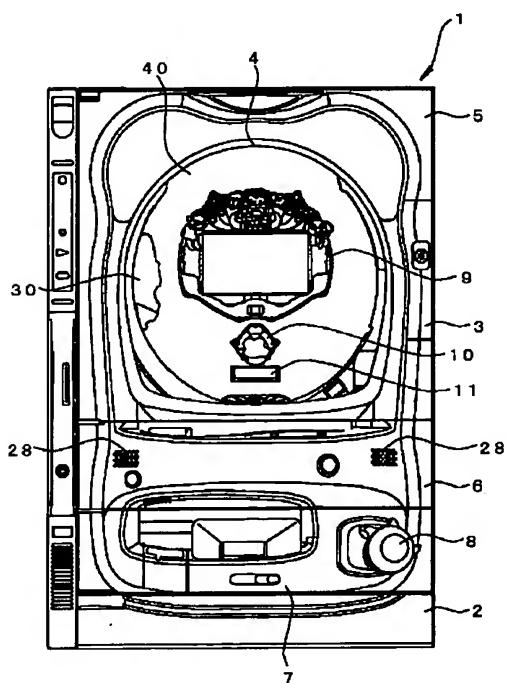
24a, 24b 可動部

26a, 26b 軸

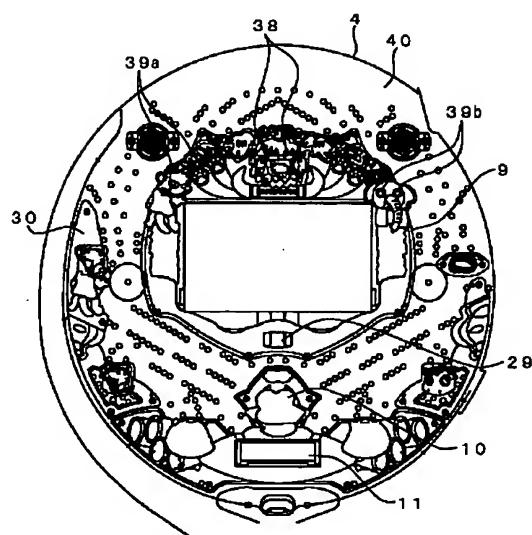
10 27a, 27b 突出部材

*

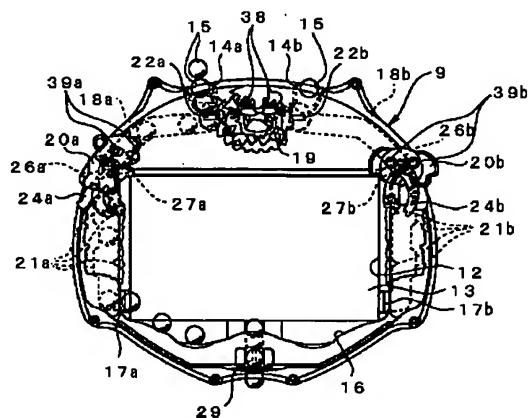
【図1】



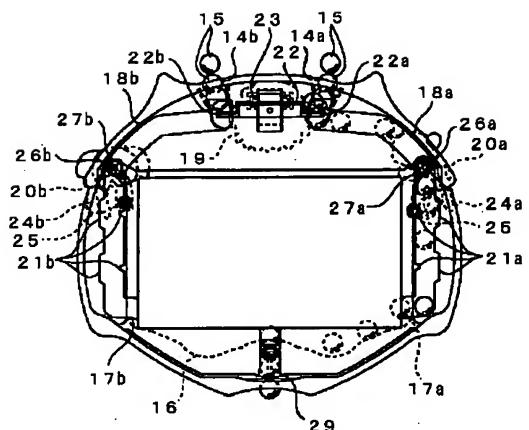
【図2】



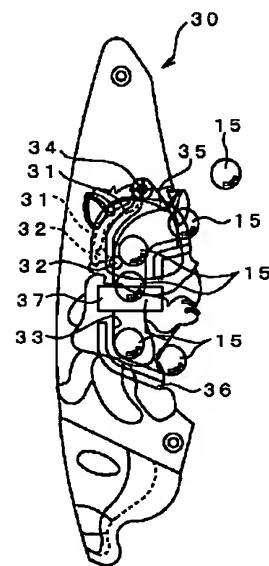
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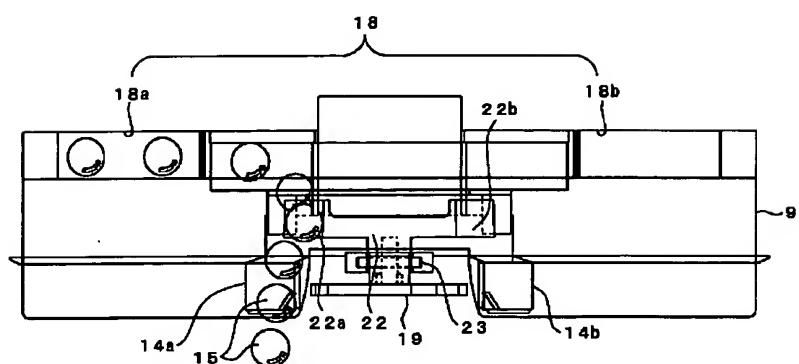
【図4】



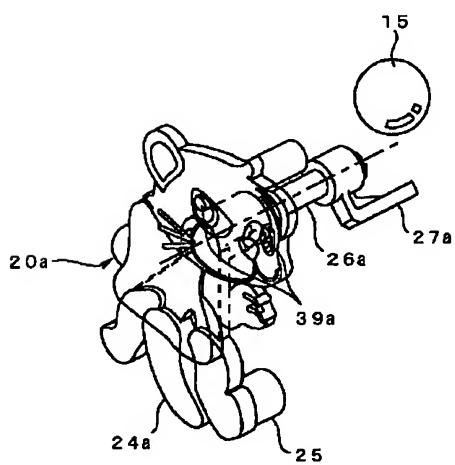
【図11】



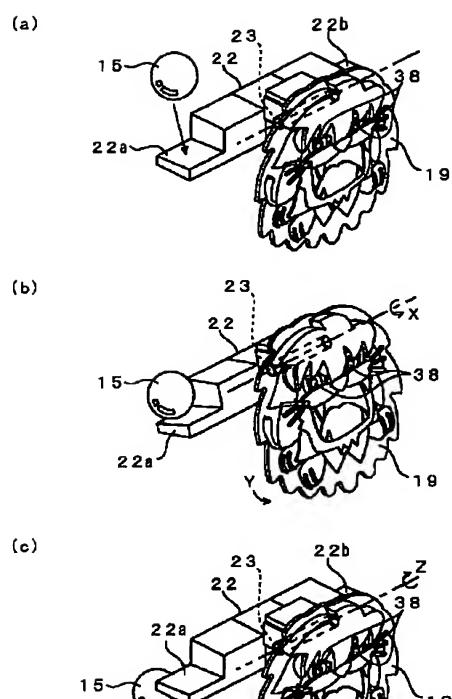
【図5】



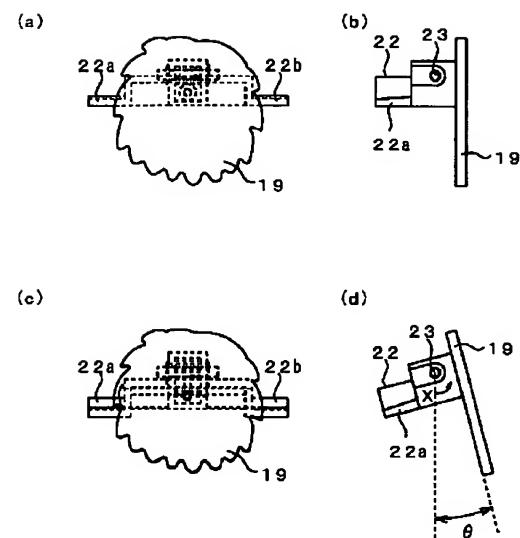
【図8】



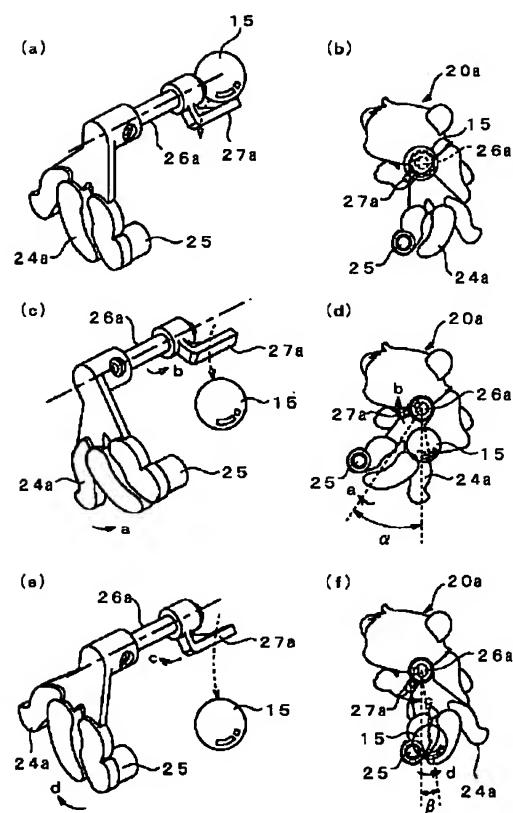
【図6】



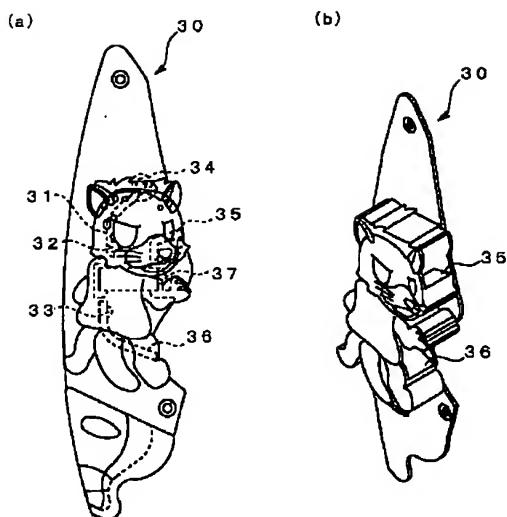
【図7】



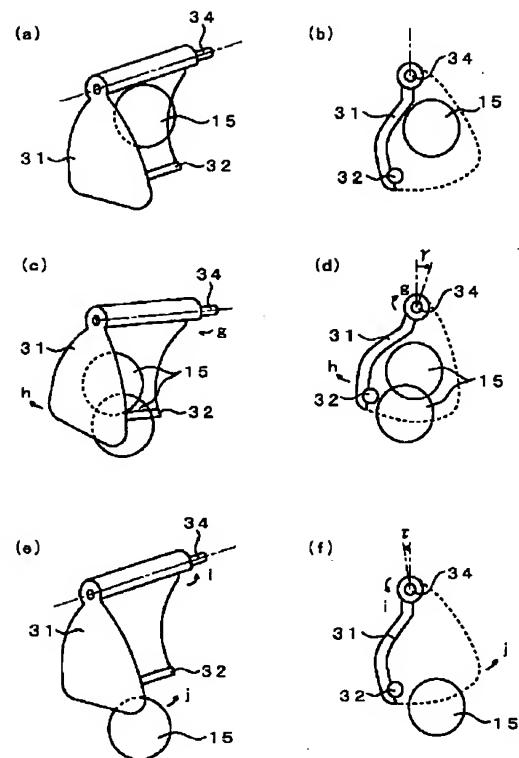
【図9】



【図10】



【図12】



フロントページの続き

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304
311
[FI]
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304 D
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[Request for Examination] Un-asking.
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Summary

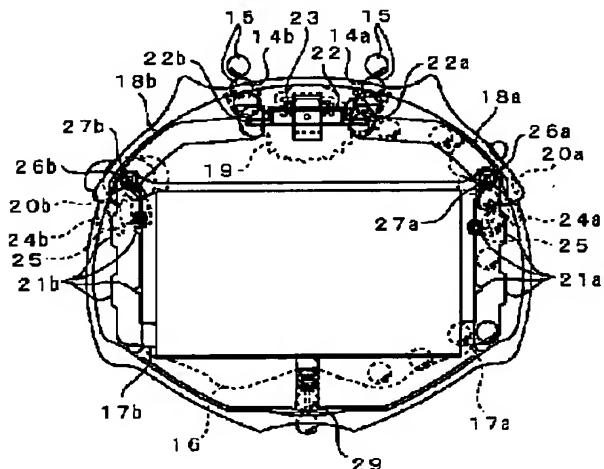
(57) [Abstract]

[Technical problem] the production of a game machine which has a guidance path member -- rich -- carrying out -- easy structure -- and the ON sphere to the guidance path member of a game sphere is easily recognized to a game person -- it can make -- further -- a guidance path -- a member -- it aims at offering the game machine which also has the slowdown effect of the game sphere inside

[Means for Solution] The path to which the game sphere which carried out the ON sphere from Entrances 14a and 14b and these entrances 14a and 14b for carrying out the ON sphere of the game sphere 15 is led to Outlets 17a and 17b, In the game machine 1 which has an accessory equipped with Members 18a and 18b the guidance path which consists of outlets 17a and 17b which discharge a game sphere -- The movable

objects 19, 20a, and 20b which can be checked by looking were supported to revolve by this accessory, and these movable objects 19, 20a, and 20b have the lobe material 22, 27a, and 27b which projects in a guidance path, and they constituted this lobe material 22, 27a, and 27b and the movable objects 19, 20a, and 20b so that it might interlock.

[Translation done.]



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CLAIMS

[Claim(s)]

[Claim 1] The entrance for carrying out the ON sphere of the game sphere The path to which the game sphere which carried out the ON sphere from this entrance is led to an outlet The guidance path which

consists of outlets which discharge a game sphere. It is the game machine equipped with the above, and the movable object which can be checked by looking is supported to revolve by this accessory, this movable object has the lobe material which projects in a guidance path, and this lobe material and a movable object are characterized by being constituted so that it may interlock.

[Claim 2] The entrance for carrying out the ON sphere of the game sphere. The guidance path to which the game sphere which carried out the ON sphere from this entrance is led to an outlet. Two or more guidance paths which consist of outlets which discharge a game sphere. It is the game machine equipped with the above, and the movable object which can be checked by looking is supported to revolve by this accessory, this movable object has the lobe material which projects in two or more guidance paths, respectively, and this lobe material and a movable object are characterized by being constituted so that it may interlock.

[Claim 3] The game machine according to claim 1 or 2 characterized by outlet preparation ***** in the position which has a stage for leading a game sphere to the starting mouth with which it is the game machine which has an accessory equipped with the adjustable display for performing a pattern combination game, and an accessory serves as a start opportunity of this pattern combination game, and discharges a game sphere to this stage.

[Claim 4] The game machine according to claim 1 to 3 characterized by establishing the movable object for every guidance path in the game machine which has two or more guidance paths.

[Claim 5] The game machine according to claim 1 to 4 characterized by being constituted by the design relevant to the motif used for the ornament member by which the movable object was prepared in the game face of a board, the motif drawn on the cell sheet, the motif used for the accessory, or adjustable display.

[Claim 6] That a movable object is movable, then the game machine according to claim 1 to 5 characterized by the light-emitting part with which the sound effect was prepared in generating or/, and the movable object from the loudspeaker with which both game machines were equipped emitting light.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the game machine which has the guidance path which consists of a path to which the game sphere which carried out the ON sphere from the entrance and this entrance for carrying out the ON sphere of the game sphere is led to an outlet, and an outlet which discharges a game sphere.

[0002]

[Description of the Prior Art] What was equipped with the pin center, large accessory which is a kind of display in the center of abbreviation of the game field formed on the game board in game machines, such as a pachinko machine, from the former is known.

[0003] And it is in the inclination which display enlarges from a viewpoint of complication of the content of a display of display, and visibility reservation.

[0004] However, if display is enlarged, the range of the game field which arranged the nail etc. will become narrow, and it will be easy to generate sphere plugging, and the rate of winning a prize to a starting winning-a-prize mouth will fall, and it will become what lacks in the interest of a pachinko game.

[0005] Then, usually, the stage for leading a game sphere to a starting winning-a-prize mouth is prepared around display in order to raise the above-mentioned rate of winning a prize, and a game person may make the rate of winning a prize from a stage selection of a game machine, and the judgment material of evaluation. Therefore, the structure of a stage is in the inclination complicated and diversified.

[0006] Therefore, the ON sphere of the game sphere which flows down a game field around display is carried out from an entrance. When the guidance path (warp root) which guides the game sphere and is again discharged in the predetermined position of a game field from an outlet is prepared, the conventional guidance path Since it was

colored or the luminescence lamp was installed, the game person did not find the existence of an ON sphere until it could not check the game sphere which has passed through the guidance path, it checked the ON sphere to a guidance path at the entrance or the game sphere appeared from the outlet. In addition, when guided to an outlet, from the upper part in a guidance path to the lower part, the game sphere which carried out the ON sphere to the entrance of a guidance path falls, and is guided. That is, when the fall shock at the time of a game sphere falling the inside of a guidance path joins repeatedly the outlet periphery which is the lower part of a guidance path, it is easy to damage an outlet periphery.

[0007] The purpose makes rich production of a game machine which has a guidance path, it is easy structure, and a game person can be made to recognize easily the ON sphere to the guidance path of a game sphere by making this invention in view of the above-mentioned situation, and it is the decrease of the game sphere in a guidance path further.

[0008]

[Means for Solving the Problem] In the game machine which has an accessory equipped with the guidance path which consists of a path to which the game sphere which carried out the ON sphere from the entrance and this entrance for this invention carrying out the ON sphere of the (1) game sphere is led to an outlet, and an outlet which discharges a game sphere The movable object which can be checked by looking is supported to revolve by this accessory and this movable object has the lobe material which projects in a guidance path. this lobe material and a movable object The entrance for carrying out the ON sphere of the game machine and (2) game spheres which are characterized by being constituted so that it may interlock, In the game machine which has an accessory equipped with the guidance path to which the game sphere which carried out the ON sphere from this entrance is led to an outlet, and two or more guidance paths which consist of outlets which discharge a game sphere The movable object which can be checked by looking is supported to revolve by this accessory and this movable object has the lobe material which projects in two or more guidance paths, respectively. this lobe material and a movable object It is the game machine which has an accessory equipped with the adjustable display for performing the game machine and (3) pattern combination game which are characterized by being constituted so that it may interlock. It has a stage for leading a game sphere to the starting mouth with which an accessory serves as a start opportunity of this pattern combination game. In the above (1) characterized by outlet preparation ***** in the position which

discharges a game sphere to this stage or a game machine given in (2), and the game machine which has the guidance path of (4) plurality A game machine given in above-mentioned (1) – (3) characterized by establishing the movable object for every guidance path, (5) The ornament member by which the movable object was prepared in the game face of a board, the motif drawn on the cell sheet, A game machine given in above-mentioned (1) – (4) characterized by being constituted by the design relevant to the motif used for the motif or adjustable display used for the accessory, (6) They are that a movable object is movable, then a game machine given in above-mentioned (1) – (5) characterized by the light-emitting part with which the sound effect was prepared in generating or/, and the movable object from the loudspeaker with which both game machines were equipped emitting light.

[0009]

[Embodiments of the Invention] Hereafter, 1 operation gestalt which materialized this invention to the pachinko game machine (henceforth a "game machine") is explained based on a drawing. Drawing 1 is the front view showing the appearance of a game machine. Drawing 2 is the front view showing the game board.

[0010] In the game machine 1, the cheek middle flask 3 of the longwise rectangle which sets various kinds of composition members for games is attached to the front-face side of opening of the outer frame 2 which makes the outline of an airframe free [opening and closing and attachment and detachment] so that it may sketch in drawing 1 . Moreover, attachment adjustment of the opening and closing of both the front frames 5 and upper **** 6 that equipped the front-face side of the aforementioned cheek middle flask 3 with the glass holder for seeing through and protecting the game board 4 arranged inside an opportunity is enabled in the horizontal aperture state. Furthermore, the lower part of the aforementioned cheek middle flask 3 is equipped with lower **** 7 and the hit ball launcher 8 grade.

[0011] As shown in drawing 2 , in the center of abbreviation of the aforementioned game field, the pin center,large accessory 9 is arranged as display which a pattern is fluctuated and performs a pattern combination game.

[0012] Moreover, the starting winning-a-prize mouth 10 which performs switching action by the solenoid which is not illustrated under the aforementioned pin center,large accessory 9 is arranged. Furthermore, the large winning-a-prize mouth 11 which performs switching action by the solenoid which is not illustrated under the aforementioned starting winning-a-prize mouth 10 is arranged. The game sphere the hit ball was carried out [the sphere] to the game field of the

aforementioned game board 4 by operation of the aforementioned hit ball launcher 8 wins a prize of the aforementioned starting winning-a-prize mouth 10, or when the storage value of the number of starting holds is one or more, the aforementioned pattern combination game is performed in the aforementioned pin center,large accessory 9.

[0013] In addition, "the storage value of the number of starting holds" is a value which memorized the number of the game spheres which won a prize of the starting winning-a-prize mouth 10 within the limits of the predetermined upper limit (generally 4) during the pattern change in the aforementioned pin center,large accessory 9. And when the aforementioned storage value is 0 (zero), while a pattern combination game is performed by winning a prize of the game sphere to the starting winning-a-prize mouth 10, when the aforementioned storage value is except zero (zero), a pattern combination game is performed based on the storage value concerned. In addition, 1 **** of the aforementioned storage values is carried out by winning a prize of the game sphere to the starting winning-a-prize mouth 10, and they are carried out by 1 **** of the starts of a pattern combination game.

[0014] As shown in drawing 2 , the side accessory 30 which has detection equipment 37 used as the opportunity which usually casts lots in a pattern is arranged at the direction [lower left] section of the aforementioned game field.

[0015] Next, the concrete composition at the time of applying this invention to the so-called pin center,large accessory is explained. Drawing 3 is [the outline rear view of a pin center,large accessory and drawing 5 of the outline front view of a pin center,large accessory and drawing 4] the outline plans of a pin center,large accessory. As shown in drawing 3 , it has the liquid crystal display type adjustable display 13 with which the pin center,large accessory 9 can display patterns, such as the rectangle-like frame 12, various numbers, a character, and a sign, on the abbreviation center section.

[0016] The aforementioned pin center,large accessory 9 has the guidance paths 18a and 18b and the movable objects 19, 20a, and 20b which consist of entrances 14a and 14b for carrying out the ON sphere of the stage 16 for leading the game sphere 15 to the starting winning-a-prize mouth 10, and the game sphere, and outlets 17a and 17b which discharge the game sphere 15. In order to raise the probability that the game sphere 15 will win a prize of the starting winning-a-prize mouth 10, it has the fall mouth 29 which can be passed backward from the central peak of a stage 16.

[0017] The guidance paths 18a and 18b are located in the rear face of the pin center,large accessory 9, and the guidance paths 18a and 18b

of 2 are divided and arranged in right and left on both sides of the display frame 12 in this example (drawing 3 -5). In the part down which the game sphere 15 flows perpendicularly, level differences 21a and 21b are formed into guidance path 18a and 18b. While the game sphere 15 collides with these level differences 21a and 21b, in order to flow down by this, it is the decrease of the game sphere 15. The path of the guidance paths 18a and 18b is constituted more greatly a little than the game sphere 15 so that the smooth flow of the game sphere 15 may not be barred. Moreover, usually, since the ornament is given, the pin center, large accessory 9 cannot check by looking the game sphere 15 which passes through the guidance paths 18a and 18b from a game person.

[0018] The movable object 19 is formed in the predetermined part by the side of the front face of the pin center, large accessory 12 so that a check by looking may become possible from a game person (drawing 3). At this example, although the movable object 19 has given the motif of a lion, it can apply other motifs suitably. Moreover, the movable object 19 and the lobe material 22 mentioned later are constituted so that it may interlock, and it is supported to revolve with the shaft 23 to the pin center, large accessory 12. And this lobe material 22 projects to the both ends, and it is constituted so that Members 22a and 22b may project to these guidance paths 18a and 18b, respectively (drawing 3 -5). Therefore, by colliding with lobe material 22a or 22b to which the game sphere 15 which carried out the ON sphere from entrance 14a or 14b passes guidance path 18a or 18b, and projects in guidance path 18a or 18b, lobe material 22a or 22b is interlocked with, and the movable object 19 sees from a game person side, and rocks to a cross direction. And the game sphere 15 which collided with the lobe material 22a and 22b passes through the guidance paths 18a and 18b, respectively. Thus, even if the game sphere 15 projects and it collides with any of Members 22a and 22b, it is constituted so that the movable object 19 may carry out movable. In addition, when smooth nature and endurance are taken into consideration, as for a shaft 23, it is desirable that it is metal.
[0019] Hereafter, order is explained for the movement of the movable object 19 in detail later on. Drawing 6 is the perspective diagram which carried out extraction expansion of the movable object 19 and the lobe material 22. drawing 7 -- the movable object 19 -- and -- and it is the drawing which carried out extraction expansion of the lobe material 22, and front view (b) and (d of (a) and (c)) are side elevations As for the guidance paths 18a and 18b, drawing 6 and 7 are omitted. Moreover, drawing 7 has omitted the motif of a movable object.

[0020] (1) In the idle state (drawing 6 (a), drawing 7 (a), (b)) before the game sphere's 15 projecting and colliding with a member 22, the movable object 19 is in the state where it was perpendicularly hung with the self-weight.

[0021] When the game sphere 15 which carried out the ON sphere from entrance 14a passes through the inside of guidance path 18a and it collides with lobe material 22a, (2) By the shock (or weight of the game sphere 15) of a collision If lobe material 22a carries out movable (drawing 6 (b) x direction) a center [a shaft 23], it will interlock and the movable object 19 will rock in the direction (front) of drawing 6 (b) y (drawing 7 (c), (d)).

[0022] (3) the game sphere 15 -- projecting -- a member -- after passing 22a -- the weight of the movable object 19 -- projecting -- a member -- if 22a carries out movable (the direction of drawing 6 (c) z) a center [a shaft 23], it will interlock and the movable object 19 will rock in the direction (back) of (Drawing c) w (drawing 6 (c), drawing 7 (a), (b))

[0023] (4) Rock like a pendulum in the direction (front) of drawing 6 (b) (c) y, and the direction (back) of w, converge gradually, and the movable object 19 returns to a idle state (drawing (a)).

[0024] In addition, in the above (2), the degree (angle theta) to which the movable object 19 sways in a front face (the direction of drawing 7 (d) y) is designed by about a maximum of 15 degrees from the idle state. Moreover, although above-mentioned (1) - (4) explains the case where the game sphere 15 carries out an ON sphere from entrance 14a, and guidance path 18a is passed, its same is said of the movement of the movable object 19 in the case of the game sphere 15 carrying out an ON sphere from entrance 14b, and passing guidance path 18b.

[0025] The movable objects 20a and 20b are formed in the predetermined part by the side of the front face of the pin center, large accessory 12 so that a check by looking may become the same possible from a game person in the movable object 19 (drawing 3). In this example, although movable object 20a or 20b has given the motif of a leopard or an elephant, respectively, it can apply other motifs suitably.

[0026] moving-part 24a (the hand and tail portion of a leopard) in movable object 20a (leopard) and lobe material 27a mentioned later are constituted so that it may interlock -- having -- moving-part 24a -- projecting -- a member -- 27a is supported to revolve by shaft 26a In addition, portions other than moving-part 24a of movable object 20a are being fixed to the pin center, large accessory 12. And this lobe material 27a is constituted so that it may project in guidance path 18a (drawing 3 -5). By colliding with lobe material 27a to which the

game sphere 15 which passes guidance path 18a projects in guidance path 18a by this, lobe material 27a carries out movable, and it interlocks, and moving-part 24a in movable object 20a sees from a game person side, and rocks right and left. In addition, when smooth nature and endurance are taken into consideration, as for shaft 26a, it is desirable that it is metal.

[0027] Hereafter, order is explained for the movement of movable object 20a later on. Drawing 8 is the perspective diagram which carried out extraction expansion of movable object 20a and the lobe material 27a. Drawing 9 is the drawing which carried out extraction expansion of moving-part 24a and the lobe material 27a, and a perspective diagram, (b), (d), and (f of (a), (c), and (e)) are rear view. As for guidance path 18a, drawing 8 and 9 are omitted.

[0028] (1) the game sphere 15 -- projecting -- a member -- in the idle state (drawing 8) before colliding with 27a, moving-part 24a is in the state where it was perpendicularly hung with the weight of the attachment *** weight 25 In addition, weight 25 is attached in the predetermined part of the rear face in moving-part 24a by the means of a screw stop etc.

[0029] (2) the case (drawing 9 (a), (b)) where the game sphere 15 passed through the inside of guidance path 18a, and it collides with lobe material 27a -- the shock (or weight of the game sphere 15) of a collision -- projecting -- a member -- if 27a carries out movable (the direction of drawing 9 (c) (d) b) a center, it will interlock and moving-part 24a will rock in the direction (right) of drawing 9 (c) (d)

[0030] (3) With the weight of the weight 25 attached in moving-part 24a, after the game sphere 15 passes lobe material 27a, if lobe material 27a carries out movable (the direction of drawing 9 (e) (f) c) a center [shaft 26a], it will interlock and moving-part 24a will rock in the direction (left) of drawing 9 (e) (f) d.

[0031] (4) Rock like a pendulum in the direction (right) of drawing 9 (c) - (f) a, and the direction (left) of d, converge gradually, and moving-part 24a returns to a idle state (drawing 8).

[0032] In addition, on the other hand in the above (2), about a maximum of 40 degrees (angle beta) of degrees to which moving-part 24a sways in the direction of drawing 9 (f) d are designed for the degree (angle alpha) to which moving-part 24a sways in the direction of drawing 9 (d) a from the idle state from a idle state to about a maximum of 10 degrees.

[0033] Movable object 20b is prepared in the predetermined part of the attachment frame 12 so that a check by looking may become possible from a game person at the movable object 19 and the 20a said

appearance (drawing 3). moreover -- the same -- moving-part 24b (nose portion of an elephant) in movable object 20b (elephant) -- projecting -- a member -- 27b is constituted so that it may interlock -- having -- moving-part 24b -- projecting -- a member -- 27b is supported to revolve by shaft 26b Since the relation between movable object 20a (except for the given motif) and a bilateral symmetry has the composition and operation of movable object 20b (except for the given motif), explanation is omitted.

[0034] The movable objects 19, 20a, 20b, and 31 (it mentions later.) are constituted by the designs (for example, a pattern, a configuration, color, tale-relation, etc.) relevant to the motif used for the ornament member prepared in the 4th page of the game board, the motif drawn on the cell sheet 40, the pin center, large accessory 9, the side accessory 30, or the adjustable display 13. Therefore, higher interest can be given. In addition, a cell sheet means that by which the laminating is carried out to the best side of the game board 4 with the sheet which consists of celluloid. The motif used for the adjustable display 13 means a number pattern, a character pattern, a picture (character) pattern, etc. which are displayed with the adjustable display 13, such as a pattern of a pattern combination game.

[0035] A detection means (not shown) to detect the game sphere 15 which passes through the inside of guidance path 18a and 18b is established. The game sphere 15 projects based on detection of the game sphere 15 by this detection means. A member 22 (22a, 22b), It collides with 27a and 27b, and it is constituted so that the light-emitting parts 38, 39a, and 39b with which the sound effect was prepared in generating or/, and the movable objects 19, 20a, and 20b from the loudspeaker 28 with which the game machine 1 was equipped may emit light according to rocking of the movable objects 19, 20a, and 20b. Moreover, the movable objects 19, 20a, and 20b are able to achieve the duty of the above-mentioned detection means. Namely, detection of the game sphere 15 is performed by the game sphere's 15 projecting and colliding with Members 22 (22a, 22b), 27a, and 27b. It is constituted so that the light-emitting parts 38, 39a, and 39b with which the sound effect was prepared in generating or/, and the movable objects 19, 20a, and 20b from the loudspeaker 28 with which the game machine 1 was equipped may emit light according to rocking of the movable objects 19, 20a, and 20b. Thereby, stage effects become still richer. For example, in this example, it is made for both cries to come out, or the lion of the movable object 19, the leopard of this 20a, and the elephant of this 20b being movable, then the light-emitting parts 38, 39a, and 39b formed in the portion of the eye of

each motif can shine.

[0036] Next, a passage path until the game sphere 15 carries out an ON sphere from Entrances 14a and 14b and falls from the fall mouth 29 based on drawing 2 -5 is explained.

[0037] Although either of the entrances 14a and 14b is also possible for an ON sphere, since the path path of the game sphere 15 is a bilateral symmetry, the game sphere 15 explains for convenience the case where an ON sphere is carried out to entrance 14a. The game sphere 15 discharged by the game person moves, and carries out the ON sphere of the game board top to entrance 14a of the pin center, large accessory 9. The game sphere 15 which carried out the ON sphere to entrance 14a passes guidance path 18a, projecting in order and colliding with Members 22a and 27a. When [in which it projects and Members 22a and 27a carry out movable] the game sphere 15 collided, it interlocks and the movable objects 19 and 20a rock, respectively. thereby, stage effects give -- having -- ***** -- it becomes a thing Moreover, a game person cannot depend on an electromotive operation of that the game sphere 15 carried out the ON sphere to guidance path 18a, but can recognize by the mechanical work. When the game sphere 15 passes guidance path 18a in which the level difference 21 was formed, fall speed is slowed down by overcoming this level difference 21. The game sphere 15 which passed guidance path 18a is discharged on a stage 16 from outlet 17a. The game sphere 15 discharged on the stage 16 falls from the fall mouth 29 to the game field again, after rocking the 16th page top of a stage right and left. Thereby, in addition to the game sphere 15 rocking right and left on a stage, a game will become more interesting when the movable objects 19, 20a, and 20b rock. In addition, the possibility of winning a prize to the starting winning-a-prize mouth 10 increases by fall of the game sphere 15 from the fall mouth 29 located right above the starting winning-a-prize mouth 10.

[0038] The following modes are mentioned as other examples. Namely, although the composition to which it carries out movable [of the movable objects 19, 20a, 20b, and 31] by the game sphere's 15 projecting and colliding with members 22 (22a, 22b), 27a, 27b, and 32 is taken in this example When the game sphere 15 collides with the movable objects 19, 20a, 20b, and 31 directly, the movable objects 19, 20a, 20b, and 31 can also make it the composition which carries out movable. Even when the game sphere 15 which does not pass through a guidance path collides with the movable objects 19, 20a, 20b, and 31 by this, a movable object is made to rock and stage effects can be heightened.

[0039] Although this example showed the case where it had the lobe material 27a and 27b to which it has the lobe material 22a and 22b to which the movable object 19 projects in guidance path 18a of 2, and 18b, respectively, and the movable objects 20a and 20b project in guidance path 18a and 18b, respectively. When it has two or more guidance paths, operation in the mode which establishes a movable object for every guidance path is possible, and operation in the mode which prepares a movable object only in some guidance paths is also possible. Furthermore, operation in the mode which establishes two or more movable objects other than the mode which establishes the movable object of 1 to the guidance path of 1 to the guidance path of 1 is also possible.

[0040] In this example, although the guidance path shows the mode applied to the pin center, large accessory, the mode which applied this invention (invention constituted so that the movable object which can be checked by looking may approach this guidance path, and may be supported to revolve, this movable object may have the lobe material which projects in a path and this lobe material and a movable object may interlock) to other positions on the game board can also carry it out.

[0041] Hereafter, the concrete composition at the time of applying this invention to a side accessory is explained. Drawing 10 (a) is the outline front view of a side accessory, and (b) is this perspective diagram. Drawing 11 is the outline perspective drawing showing the internal mechanism of a side accessory.

[0042] The movable object 31 is formed in the predetermined part by the side of the front face of the side accessory 30 located in the direction [lower left] section on the game board 4 so that a check by looking may become possible from a game person (drawing 10). In this example, although the movable object 31 has given the motif of a hyena, it can apply other motifs suitably.

[0043] The movable object 31 and the lobe material 32 mentioned later are constituted so that it may interlock, and it is supported to revolve with the shaft 34 to the side accessory 30. And this lobe material 32 is constituted so that it may project to the guidance path 33 (drawing 10 , 11). By colliding with the lobe material 32 to which the game sphere 15 which carried out the ON sphere from the entrance 35 passes through the guidance path 33, and projects in the guidance path 33 by this, the lobe material 32 is interlocked with, and the movable object 31 sees from a game person side, and rocks to a longitudinal direction. Having carried out the ON sphere of the game sphere 15 to the side accessory 30 by passing the detection equipment

37 caudad formed from the lobe material 32, after colliding with the lobe material 32 is detected, and the lottery of a pattern is usually performed. Although detection equipment 37 is formed in the position of this example applied constitutionally, you may form it in the positions (entrance 35 neighborhood, outlet 36 neighborhood, etc.) of guidance path 33 throat. In addition, when smooth nature and endurance are taken into consideration, as for a shaft 34, it is desirable that it is metal.

[0044] With the lottery of a pattern, the thing of the lottery performed independently is usually called pattern combination game mentioned above when the ON sphere of the game sphere 15 was detected by detection equipment 37, when the combination of a pattern is usually predetermined, the starting winning-a-prize mouth 10 is expanded, and the winning-a-prize probability of the game sphere 15 becomes high.

[0045] Hereafter, order is explained for the movement of the movable object 31 later on. Drawing 12 is the drawing which carried out extraction expansion of the movable object 31 and the lobe material 32, and a perspective diagram, (b), (d), and (f of (a), (c), and (e)) are transverse-plane cross sections. The guidance path 33 is omitted for drawing 12 .

[0046] (1) In the idle state (drawing 12 (a), (b)) before the game sphere's 15 projecting and colliding with a member 32, the movable object 31 is in the state where it was perpendicularly hung with the self-weight.

[0047] (2) By the shock (or weight of the game sphere 15) of a collision, when the game sphere 15 passes through the inside of the guidance path 33 and it collides with the lobe material 32 (drawing 12 (c), (d)), if the lobe material 32 carries out movable (the direction of drawing 12 (c) (d) g) a center [a shaft 34], it will interlock and the movable object 31 will rock in the direction (left) of drawing 12 (c) (

[0048] (3) With the weight of the movable object 31, after the game sphere's 15 projecting and passing a member 32, if the lobe material 32 carries out movable (the direction of drawing 12 (e) (f) i) a center [a shaft 34], it will interlock and the movable object 31 will rock in the direction (right) of drawing 12 (e) (f) j.

[0049] (4) Rock like a pendulum in the direction (right) of direction [of drawing 12 (c) - (f) h] (left) j, converge gradually, and the movable object 31 returns to a idle state (drawing 12 (a), (b)).

[0050] In addition, on the other hand in the above (2), about a maximum of 10 degrees (angle tau) of degrees to which the movable

object 31 sways in the direction of drawing 12 (f) i are designed for the degree (angle gamma) to which the movable object 31 sways in the direction of drawing 12 (d) g from the idle state from a idle state to about a maximum of 10 degrees.

[0051] The detection equipment 37 which detects the game sphere 15 which passes through the inside of the guidance path 33 is formed. It doubles with rocking of the movable object 31 by the game sphere 15 projecting and colliding with a member 32 based on detection of the game sphere 15 by this detection equipment. It is constituted so that the light-emitting part (not shown) with which the sound effect was prepared in generating or/, and the movable object 31 from the loudspeaker 28 with which the game machine 1 was equipped may emit light. Moreover, the movable object 31 is able to achieve the duty of the above-mentioned detection equipment. That is, by the game sphere's 15 projecting and colliding with a member 32, detection of the game sphere 15 is performed, and it is constituted so that the light-emitting part (not shown) with which the sound effect was prepared in generating or/, and the movable object 31 from the loudspeaker with which the game machine 1 was equipped may emit light according to rocking of the movable object 31. Thereby, stage effects become still richer. For example, in this example, while the hyena of moving part 31 carries out movable, it is made for a cry to come out, or the eye of each motif can shine.

[0052]

[Effect of the Invention] as mentioned above, since a game sphere collides with lobe material and a movable object carries out movable by adopting the composition of a claim 1 as explained, at the guidance path where it was only that a game sphere only merely passes, operation that a movable object rocks is added and stage effects give -- having -- ***** -- it becomes a thing Moreover, it enabled it to recognize it not having been based on an electromotive operation, but having made the longitudinal direction or the cross direction rock a movable object, and having carried out the ON sphere to the guidance path by passage of a game sphere. Furthermore, when a game sphere collides with lobe material, it also has the effect of decreasing the fall speed of a game sphere.

[0053] Since it projects also with the ON ball from which entrance, a game sphere collides with a member and a movable object rocks by adopting the composition of a claim 2, it can check that the game sphere has carried out the ON sphere to the guidance path by rocking with the movable object of 1.

[0054] By adopting the composition of a claim 3, in addition to a game

sphere seeing from a game person side on a stage, and rocking right and left, when a movable object rocks, a game will become more interesting.

[0055] Since a movable object is arranged to each of two or more guidance paths by adopting the composition of a claim 4 and a movable object carries out movable by a game sphere's projecting and colliding with a member, it can check by looking whether the game sphere has passed through which guidance path.

[0056] Higher interest can be given by adopting the composition of a claim 5.

[0057] By adopting the composition of a claim 6, since generating and luminescence of the voice relevant to a movable object are carried out, production becomes still richer.

[Translation done.]

* NOTICES *

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- 2.**** shows the word which can not be translated.
- 3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

- [Drawing 1] Front view showing the appearance of a game machine
- [Drawing 2] Front view showing the game board
- [Drawing 3] Outline front view of a pin center, large accessory
- [Drawing 4] Outline rear view of a pin center, large accessory
- [Drawing 5] The outline plan of a pin center, large accessory
- [Drawing 6] The perspective diagram which carried out extraction expansion of a movable object and the lobe material
- [Drawing 7] a movable object -- and -- and the drawing which carried out extraction expansion of the lobe material -- it is -- (a) and (c)
-- front view (b) and (d) -- a side elevation
- [Drawing 8] The perspective diagram which carried out extraction expansion of a movable object and the lobe material

[Drawing 9] It is the drawing which carried out extraction expansion of moving part and the lobe material, and, for (a), (c), and (e), a perspective diagram, (b), (d), and (f) are rear view.

[Drawing 10] (a) is the outline front view of a side accessory, and (b) is this perspective diagram.

[Drawing 11] Outline perspective drawing showing the internal mechanism of a side accessory

[Drawing 12] It is the drawing which carried out extraction expansion of a movable object and the lobe material, and, for (a), (c), and (e), a perspective diagram, (b), (d), and (f) are a transverse-plane cross section.

[Description of Notations]

14a, 14b Entrance

15 Game Sphere

16 Stage

17a, 17b Outlet

18a, 18b Guidance path

19 Movable Object

20a, 20b Movable object

21 Level Difference

22a, 22b Lobe material

23 Shaft

24a, 24b Moving part

26a, 26b Shaft

27a, 27b Lobe material

[Translation done.]

* NOTICES *

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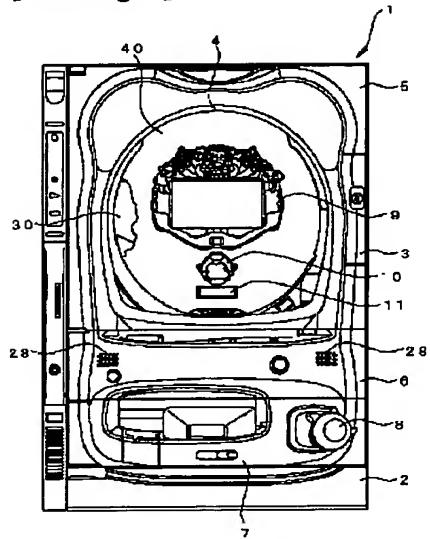
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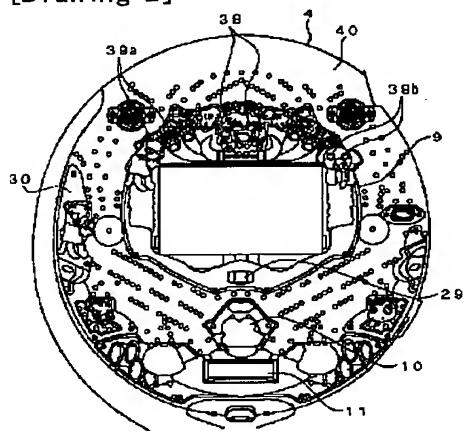
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DRAWINGS

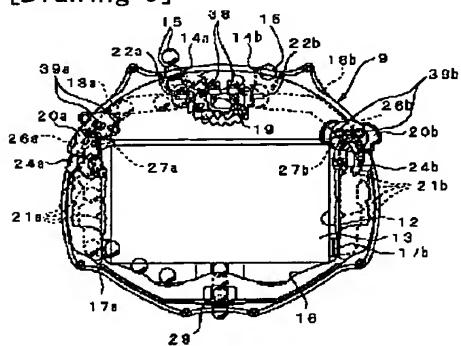
[Drawing 1]



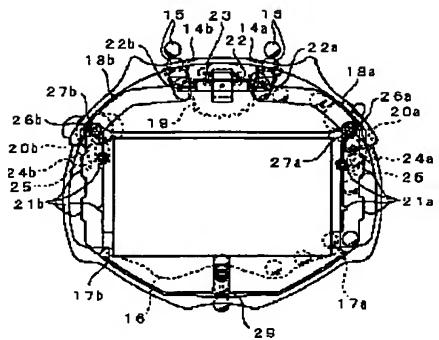
[Drawing 2]



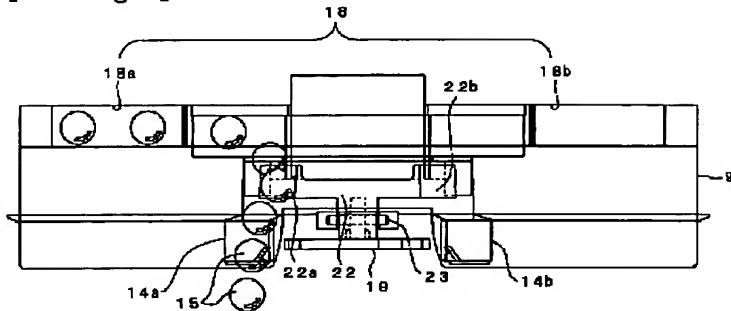
[Drawing 3]



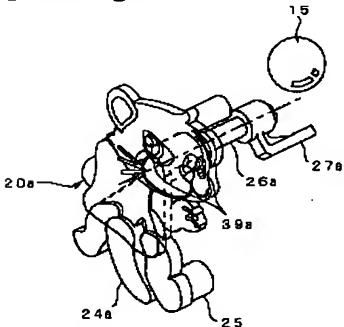
[Drawing 4]



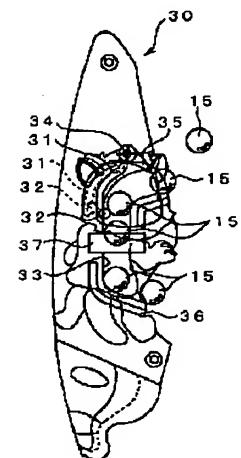
[Drawing 5]



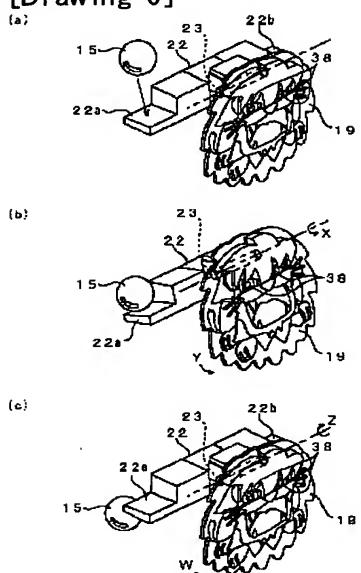
[Drawing 8]



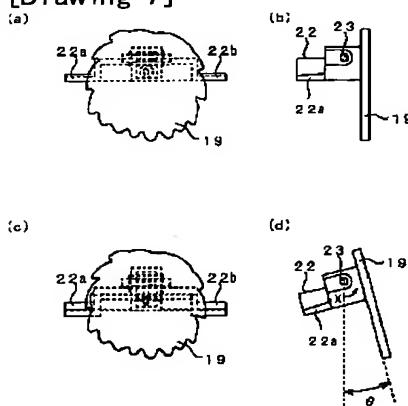
[Drawing 11]



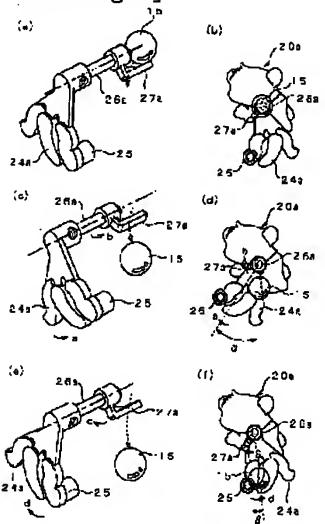
[Drawing 6]



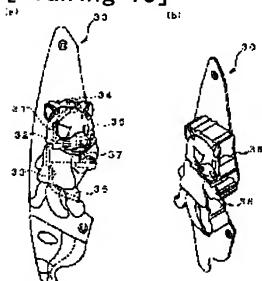
[Drawing 7]



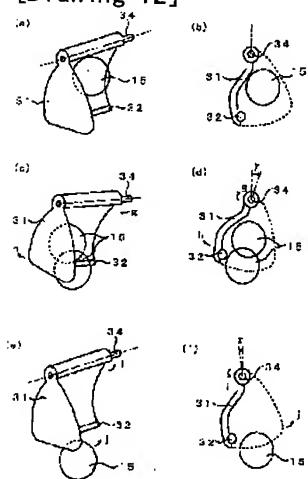
[Drawing 9]



[Drawing 10]



[Drawing 12]



[Translation done.]